

### **Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

### **Listing of Claims:**

1. (Currently Amended) A method for processing video data, the method comprising:

receiving a block of current video data in a first format, wherein the block of current video data in the first format is a portion of a current frame;

encoding the block of current video data using data stored in a second format;

storing new data in the second format, wherein the second format comprises chrominance and luminance data in an interleaved YCbCr 4:2:0 format, in which the chrominance and luminance data is stored in one continuous memory block; and

storing the encoded video data, wherein the stored data contains image data from a previous frame.

2. (Original) The method of Claim 1, wherein the stored data contains information about a previous frame.

3. – 4. (Canceled)

5. (Original) The method of Claim 1, wherein the stored data in the second format is a portion of a previously coded frame.

6. (Original) The method of Claim 1, wherein the second format has a lower resolution than the first format.

7. (Original) The method of Claim 6, wherein the second format comprises reduced chrominance information as compared to the first format.

8. (Canceled)
9. (Original) The method of Claim 4, wherein the first format comprises interleaved chrominance and luminance data.
10. (Original) The method of Claim 4, wherein the first format and the second format comprises interleaved chrominance and luminance data.
11. (Original) The method of Claim 1, wherein each block of a video frame comprises a predefined grouping of pixels.
12. (Previously Presented) The method of Claim 1, wherein encoding the block of the current video data comprises compressing the block of the current video data.
13. (Previously Presented) The method of Claim 1, wherein encoding the block of the current video data comprises comparing the block of the current video data to a corresponding block of another video data.
14. (Previously Presented) The method of Claim 13, wherein comparing the block of the current video data to a corresponding block of another video data is preceded by:  
retrieving the corresponding block of the other video data in the second format.
15. (Original) The method of Claim 1, further comprising:  
transferring the new data in the second format to a memory location; and  
storing the new data for encoding of a corresponding block of a subsequent video frame.

16. (Original) The method of Claim 15, further comprising:  
storing the encoded video data in a third format in a buffer; and  
transferring the buffered data to a memory location on completion of encoding  
the block.

17. (Original) The method of Claim 16, further comprising:  
transferring a portion of the block of video data from the buffer to the memory  
location if the buffer is full prior to encoding the entire block of video data.

18. (Previously Presented) The method of Claim 1, further comprising:  
transmitting the encoded block of the current video data over a wireless  
communications link.

19. (Original) The method of Claim 1, wherein encoding the block of  
current video data using the data stored in the second format is preceded by converting  
a block of a data in the first format to the second format.

20. (Original) The method of Claim 1, wherein the block of current video  
data comprises a macroblock line of video data.

21. (Currently Amended) A communications device comprising:  
a controller that is configured to receive a block of current video data in a first  
format, to encode the block of current video data using data stored in a second format,  
to store new data in the second format, wherein the second format comprises  
chrominance and luminance data in an interleaved YCbCr 4:2:0 format, in which the  
chrominance and luminance data is stored in one continuous memory block, and to  
store the encoded video; and  
a transmitter that is configured to transmit the encoded video data.

22. (Original) The communications device of Claim 21, wherein the second format has a lower resolution than the first format.

23. (Canceled)

24. (Previously Presented) The communications device of Claim 21, wherein the controller encodes the block of the current video data by compressing the block of the current video data.

25. (Original) The communications device of Claim 21 further comprising:  
a buffer that receives the video data; and  
a memory location for storing encoded video data;  
wherein the controller is further configured to transfer the new data in the second format from the buffer to the memory location, and to encode a corresponding block of a subsequent video frame using new data in the second format from the memory location.

26. (Original) The communications device of Claim 25, wherein the controller is further configured to transfer a portion of the block of video data from the buffer to the memory location if the buffer is full prior to encoding the entire block of video data.

27. (Currently Amended) A computer program product for processing video data, comprising:

a computer readable media having computer readable program code embodied therein, the computer readable program code comprising:

computer readable program code configured to receive a block of current video data in a first format;

computer readable program code configured to encode the block of current video data using data stored in a second format, wherein the second format comprises

chrominance and luminance data in an interleaved YCbCr 4:2:0 format, in which the chrominance and luminance data is stored in one continuous memory block;

computer readable program code configured to store new data in the second format; and

computer readable program code configured to store the encoded video data.

28. (Original) The computer program product of Claim 27, wherein the second format has a lower resolution than the first format.

29. (Canceled)

30. (Previously Presented) The computer program product of Claim 27, wherein the computer readable program code to encode the block of the current video data further comprises computer readable program code to compress the block of the current video data.

31. (Original) The computer program product of Claim 27 further comprising:

computer readable program code configured to transfer the new data in the second format from a buffer to a memory location;

computer readable program code configured to encode a corresponding block of a subsequent video frame using the new data in the second format in the memory location.

32. (Original) The computer program product of Claim 31, further comprising computer readable program code configured to transfer a portion of the block of video data from the buffer to the memory location if the buffer is full prior to encoding the entire block of video data.

33. (Currently Amended) A system for processing video data, the system comprising:

means for receiving a block of current video data in a first format;

means for encoding the block of current video data using data stored in a second format;

means for storing new data in the second format, wherein the second format comprises chrominance and luminance data in an interleaved YCbCr 4:2:0 format, in which the chrominance and luminance data is stored in one continuous memory block;  
and

means for storing the encoded video data.

34. (Original) The system of Claim 33, wherein the second format has a lower resolution than the first format.

35. (Canceled)

36. (Previously Presented) The system of Claim 33, wherein the means for encoding further comprises means for compressing the block of the current video data.

37. (Original) The system of Claim 33, further comprising:

means for transferring the new data in the second format from a buffer to a memory location;

means for encoding a corresponding block of a subsequent video frame using the new data in the second format in the memory location.

38. (Original) The system of Claim 33, further comprising means for transferring a portion of the block of video data from the buffer to the memory location if the buffer is full prior to encoding the entire block of video data.